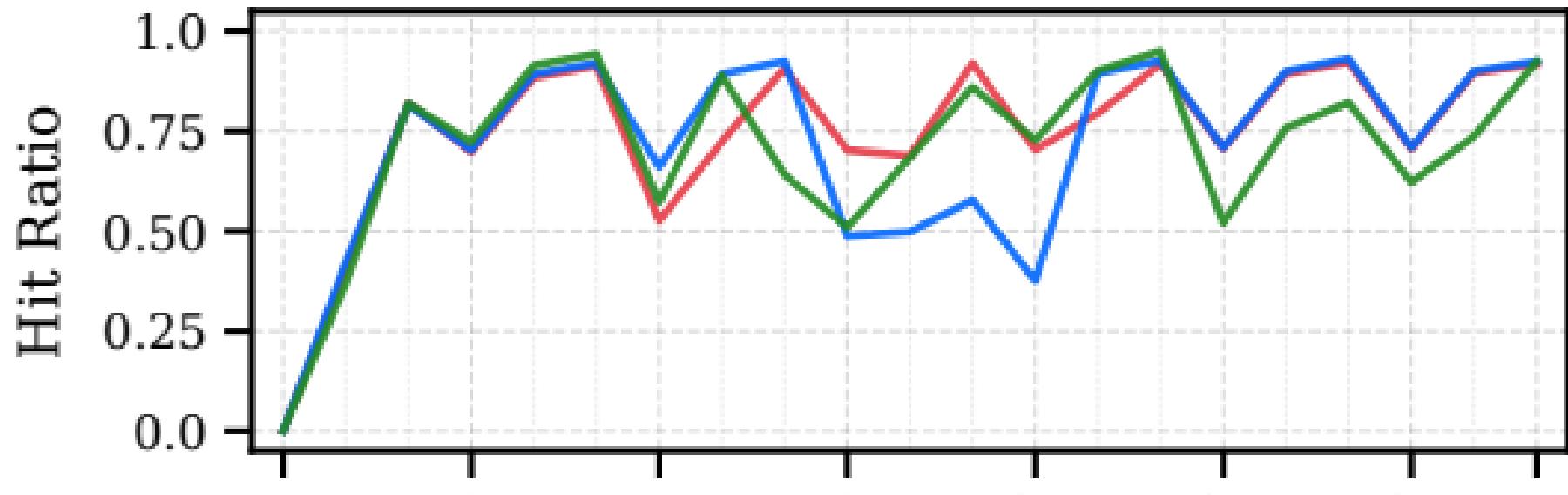


# Cache Hit Ratio



iteration

— With QVCache (k=1)    — With QVCache (k=10)    — With QVCache (k=100)